



TC DIGITAL

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GROOK Intimidate: Power 10 (Opposing Creature loses 10 Power until the end of combat.) "Mugic — Bah! What can a Mugician do that I can't do with my fists?" — Grook 45 70 40 50 2 50	GROOK Intimidate: Power 10 (Opposing Creature loses 10 Power until the end of combat.) "Mugic — Bah! What can a Mugician do that I can't do with my fists?" — Grook 45 70 40 50 2 50	GROOK Intimidate: Power 10 (Opposing Creature loses 10 Power until the end of combat.) "Mugic — Bah! What can a Mugician do that I can't do with my fists?" — Grook 45 70 40 50 2 50	KUGHAR Intimidate: Power 10 (Opposing Creature loses 10 Power until the end of combat.) On bad days, Kughar is angry, furious and enraged. On good days, he's just angry and funnoid. 45 70 40 50 2 50	TOXIS Recklessness 5 (When this Creature makes an attack, it deals 5 damage to itself.) A resident of the Pits outside the UnderWorld prison. Escapes to return to their cells after encountering Toxis. 45 70 40 50 2 50
MAGMON Fire 5 (Fire attacks made by this Creature deal an additional 5 damage.) Recklessness 5 (When this Creature makes an attack, it deals 5 damage to itself.) Magmon's demeanor will melt your heart... after burning through the rest of you. 45 70 40 50 1 55	SOLVIS OO: Deal 10 damage to target Creature. The proof of the theory of natural selection or devolution defined? 45 70 40 50 2 40	EKTOSPASM Stat Check Power 50: Deal 5 damage. Attack 0	EKTOSPASM Stat Check Power 50: Deal 5 damage. Attack 0	EKTOSPASM Stat Check Power 50: Deal 5 damage. Attack 0



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1

EMBER SWARM

Attack

5

Fire: Opposing Creature loses 25

Wisdom

Look at the top two cards of your Location Deck. Put one of them on top of that deck and the other on the bottom.

1

ASH TORRENT

Attack

0

5

Challenge

Power 15: Deal 10 damage.

1

ASH TORRENT

Attack

0

5

5

Challenge

Power 15: Deal 10 damage.

1

FLASH KICK

Attack

5

Look at the top two cards of your Location Deck. Put one of them on top of that deck and the other on the bottom.

1

FLASH KICK

Attack

5

Look at the top two cards of your Location Deck. Put one of them on top of that deck and the other on the bottom.

2

POWER PULSE

Attack

10

Challenge

Power 15: Deal 10 damage.

2

POWER PULSE

Attack

10

Challenge

Power 15: Deal 10 damage.

3

VIPERLASH

Attack

15

Look at the top two cards of your Location Deck. Put one of them on top of that deck and the other on the bottom.



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0 FLASHWARP

Attack

Challenge Power 15: Deal 10 damage.



0 FLASHWARP

Attack

Challenge Power 15: Deal 10 damage.



0 SHRIEK SHOCK

Attack

Stat Check Speed 50: Deal 5 damage.



0 SHRIEK SHOCK

Attack

Stat Check Speed 50: Deal 5 damage.



0 VELOCITRAP

Attack

Challenge Speed 15: Deal 10 damage.



1 SQUEEZE PLAY

Attack

Look at the top two cards of your Attack Deck. Put one of them on top of that deck and the other on the bottom.



1 SQUEEZE PLAY

Attack

Look at the top two cards of your Attack Deck. Put one of them on top of that deck and the other on the bottom.



1 EMBER SWARM

Attack

Fire: Opposing Creature loses 25 Wisdom until the end of the turn.



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3

VIPERLASH



Attack

15



2

SLEEP STING



Attack

10



Challenge Wisdom 15: Deal 10 damage.

1

VILEDRIVER



Battlegear

Equipped Creature gains "Fire 5 (Fire attacks made by this Creature deal an additional 5 damage.)"

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VILEDRIVER



Battlegear

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PHOBIA MASK



Battlegear

Equipped Creature gains "Intimidate: Courage 10" and "Intimidate: Power 10."

1

MUSICIAN'S LYRE



Battlegear

Sacrifice Musician's Lyre: Add 10 to this Creature.

1

ELIXIR OF TENACITY



Battlegear

Equipped Creature gains 10 Courage and 10 Speed.

If equipped Creature has at least 50 Power, it gains 10 Energy.

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CANON OF CASUALTY

Magic - UnderWorld

Deal 20 damage to target Creature.

Even before the first three notes finish playing, OverWorlders scramble for the nearest shelter.

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SONG OF TREACHERY

Magic - UnderWorld

Target Creature loses 15 Courage, Power, Wisdom and Speed until the end of the turn.

One cannot move forward if one's always watching one's own back.

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Magic - UnderWorld

Target Creature loses 15 Courage, Power, Wisdom and Speed until the end of the turn.

One cannot move forward if one's always watching one's own back.

EMBER FLOURISH

Magic - Generic

Heal 15 Energy to target Creature with Elemental Type Air or Fire.

No matter how many you carry with you, a song can never weigh you down.

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Magic - Generic

Heal 15 Energy to target Creature with Elemental Type Air or Fire.

No matter how many you carry with you, a song can never weigh you down.

CORDAC FALLS PLUNGEPOOL

Location

Initiative: UnderWorld

At the beginning of combat, deal 5 damage to all engaged Creatures.

...and strike the lake miles below, exploding outwards into the fray.

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LAVA POND



Location
Initiative: Speed
Fire attacks deal an additional 5 damage.
Damage dealt by Air attacks is reduced by 5.
Magmon gains "Fire 5."

STORM TUNNEL



Location
Initiative: Power
Air attacks deal an additional 5 damage.
Damage dealt by Water attacks is reduced by 5.
Even those who cannot fly do so here.

LAVA POND



Location
Initiative: Speed
Fire attacks deal an additional 5 damage.
Damage dealt by Air attacks is reduced by 5.
Magmon gains "Fire 5."

STORM TUNNEL



Location
Initiative: Power
Air attacks deal an additional 5 damage.
Damage dealt by Water attacks is reduced by 5.
Even those who cannot fly do so here.

EYE OF THE MAELSTROM



Location
Initiative: Power
When Eye of the Maelstrom becomes the active Location, both players discard 1 Mugic Card.
No wind, no sound – just madness.

UNDERWORLD COLOSSEUM



Location
Initiative: Speed
All Creatures with Elemental Type Fire deal an additional 10 damage on their first attack.
UnderWorlders have a simple way of settling arguments here: the one left standing is always right.

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